



B-RDY MILITARY COMBAT SHOOTING COMPETITIONS RULEBOOK

<https://b-rdy.cz>

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1. B-RDY MILITARY COMBAT SHOOTING (BMCS) – OUR FOUNDING CONCEPT

In 2016, a new way of modern military warrior skill training was founded in the Czech Republic under the brand name B-rdy [be ready] shooting team. The training system is based on realistic, simulated scenarios with well-known principles from different shooting sports and competitions. Over the years, B-rdy has organized more than 100 competitions under the BMCS concept - from regular one-day shooting competitions to advanced multi-day events under tactical scenarios that will begin with infil of the team into an Area of Operation (AO) under a tactical scenario. These competitions under BMCS brand have more parts like navigation, planning, execution of tasks. Shooting will only be a small part of the competition.

The goal of BMCS competitions is to test and improve the abilities of each individual competitor, team or unit, and elevate their mindset, physical fitness, and skill set to an advanced level. The competitions are designed to put participants on a path to becoming warriors.

1.1. BMCS Principles

1.1.1. B-rdy Military Combat Shooting principles:

- 1.1.1.1 Promote SAFE and practical use of firearms and military equipment.
- 1.1.1.2 Offer practical shooting sport competitions that encourage competitors to develop their skills and promote fellowship with other shooters.
- 1.1.1.3 Provide competitors with realistic shooting stages, scenarios and tests that could be required to survive life-threatening encounters or support members of their unit.
- 1.1.1.4 Be inspirational by providing competitors with individual training that helps improve their skills.
- 1.1.1.5 Test the competitor's equipment.
- 1.1.1.6 Guide competition organizers to create realistic situations and scenarios with the minimum number of rules.
- 1.1.1.7 Provide comparable criteria to evaluate the performance level of each competitor.

1.2. Participation Principles

1.2.1. All competitors need to meet the criteria of the following Equipment Principles:

- 1.2.1.1. Competitors bring all mandatory equipment for the competition and carry it themselves during the competition.
- 1.2.1.2. Competitors can bring other equipment to gain an advantage, if it is in accordance with the Competitor's Equipment List (CEL). CEL can be different for every BMCS match.
- 1.2.1.3. Competitors must meet all equipment criteria for the relevant competition. The list of mandatory equipment will be published by organizers before registration opens and may vary according to the form of the competition.
- 1.2.1.4. Competitors must accept and follow the required Safety Rules stated in Chapter 2 and Code of Conduct.

1.2.2. Competitors need to meet the following criteria in Participation Principles:

- 1.2.2.1. Competitors must be able to manipulate all weapons safely, even when under extreme stress.
- 1.2.2.2. Each competitor's physical condition must be on a corresponding level to the competition. Competitors can be disqualified by order of the Match Director (MD), if the level of their physical condition is not adequate.

- 1.2.2.3. Competitors should not attempt to circumvent or compromise any stage using inappropriate devices, equipment, or techniques.
- 1.2.2.4. Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- 1.2.2.5. The BMCS Rulebook is not intended to be an exhaustive description of all allowed and restricted equipment and techniques. Competitor's equipment and techniques should comply with the basic principles of the competition and be valid in the context of the sport that is based on real military scenarios.
- 1.2.2.6. English and Czech are the official languages of BMCS. Range commands used in all matches, regardless of location or nationality of participants, will be in English or Czech. The English rulebook prevails.

1.3. Competitor's Code of Conduct

1.3.1. All competitors agree with following:

- 1.3.1.1. I understand that it is a privilege, and not a right, to take part in a BMCS competition.
- 1.3.1.2. I will follow all of the safety rules and the rules of the host range. The safety of the shooters, match officials, and bystanders shall always be my top priority.
- 1.3.1.3. Prior to and during a match, I will refrain from the use of alcohol, illegal substances, and medications that may negatively impact my ability to shoot safely.
- 1.3.1.4. I recognize that it is my responsibility to maintain a working knowledge of the current BMCS rulebook.
- 1.3.1.5. I will read and listen carefully to stage briefings (SB).
- 1.3.1.6. I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
- 1.3.1.7. I understand it is my responsibility as a squad member to be ready to shoot when called to the line.
- 1.3.1.8. I understand it is my procedural duty as a squad member to help reset stages between Shooters, unless I am the current shooter, the on-deck shooter or have just finished shooting, or if instructed otherwise by a match official.
- 1.3.1.9. I will not communicate with others in a threatening, harassing, or abusive manner.
- 1.3.1.10. It is my responsibility to check my match scores within the verification period to see if they are correct.
- 1.3.1.11. If I have a question or an issue, my first contact is with the SO at the match, then the MD.
- 1.3.1.12. I understand that violations of these responsibilities and Code of Conduct will result in my being penalized by the MD within the full range of penalties up to, and including, disqualification from a match.

2. SAFETY RULES

2.1. Individual Safety - Cooper's Four Basic Rules

2.1.1. Always follow these four rules of firearm safety:

Rule 1: **Always treat guns like they are loaded.** Always know and be able to justify the condition of your firearms.

Rule 2: **Never cover the muzzle with anything you are not willing to destroy.** Keep your firearm pointed in a safe direction, depending on the Range's Operating Rules (ROR), and including the high-ready and low-ready positions.

Rule 3: Keep your finger obviously and visibly out of the trigger guard when not actively engaging targets.

Rule 4: **Identify and know your target, as well as be aware of what is in the background and foreground, before engagement.**

2.1.2. All competitors, safety officers (SOs) and spectators must wear ballistic eye protection during BMCS events.

2.1.3. All competitors, SOs and spectators must protect their ears and hearing during BMCS events.

2.1.4. The responsibility for safe and serviceable ear and eye protection falls completely on the competitor, SO and spectator.

2.1.5. The SO will stop a competitor that has started a Stage if he/she is not wearing proper eye or ear protection. A reshoot and warning will then be given to the competitor. If the shooter's eye or hearing protection becomes dislodged during a stage, the same action applies. If the competitor discovers missing or dislodged eye or hearing protection before the SO and stops, the shooter will also be given a reshoot and a warning. A competitor who intentionally loses or dislodges eye and/or ear protection during a stage will be disqualified.

2.1.6. A competitor who gets 2 warnings for safety equipment will get Disqualification (DQ).

2.2. Unsafe Firearm Handling

2.2.1. Unsafe firearm handling will result in immediate Disqualification (DQ) from a competition. The following is a nonexclusive list of unsafe behaviors:

2.2.2. Endangering any person, including another competitor. This includes sweeping oneself or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.

2.2.3. Pointing the muzzle beyond designated "Muzzle Safe Points", if used, or beyond the 180-degree Muzzle Safe Plane, if used. During the BMCS, "high-ready" aiming of the muzzle up or "low ready" aiming of the muzzle down are allowed, but always in accordance with Cooper's 4 basic rules stated in chapter 2.1.

2.2.4. Intentionally engaging (discharging the firearm) at anything other than a target or an activator.

2.2.5. Discharge:

2.2.5.1. In the holster.

2.2.5.2. Striking up range of the shooter.

2.2.5.3. Into the ground that's closer than 2 m downrange of the shooter, unless engaging a low target that is within 2 meters.

2.2.5.4. Over a berm.

2.2.5.5. During Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.

2.2.5.6. Before the start signal.

2.2.5.7. While transferring a firearm from one hand to the other.



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- 2.2.5.8. While handling a firearm, except at the firing line.
- 2.2.6. Removing a firearm from the holster, unless:
 - 2.2.6.1. By verbal instruction from a SO.
 - 2.2.6.2. While engaging targets in a Stage under the direct supervision and visual contact of a SO.
 - 2.2.6.3. When in a designated "Safe Area".
- 2.2.7 Pointing the muzzle over a berm during the "Pull the Trigger" portion of Unload and Show Clear.
- 2.2.8 Drawing a firearm while facing up range.

2.3. Dropping the weapon

- 2.3.1. Dropping a loaded firearm, or causing it to fall, during Make Ready, the shooting of a string or stage, reloads or malfunction clearance, or during Unload and Show Clear, will result in disqualification from the match unless it is in procedure of stage described in Stage Brief. If a shooter drops a firearm, the SO will immediately give the command "Stop". The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will then be disqualified from the competition.
- 2.3.1. If a shooter drops a loaded or unloaded firearm, or causes it to fall within a stage boundary, the shooter is disqualified from the match.
- 2.3.2. Dropping an unloaded firearm, or causing it to fall while outside of stage boundaries, is not within BMCS control and is subject to local Range policy.

2.4. Fingers

- 2.4.1. Fingers must be clearly (obviously and visibly) outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets), and during malfunction clearance.
- 2.4.2. The first offense is a warning and Procedural Error penalty (PE).
- 2.4.3. The second offense is DQ from the match.

2.5. Safe Areas

- 2.5.1. Safe Areas can be provided for all competitions, in convenient locations and in numbers adequate to handle the volume of expected shooters. A Safe Area is defined as a designated area where the following rules apply:
 - 2.5.1.1. Each Safe Area must be clearly identified.
 - 2.5.1.2. Unloaded firearms may be handled at any time. This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.
 - 2.5.1.3. A Safe Area may also be used for inspections, stripping, cleaning, and repairs, as well as maintenance of firearms, ammunition feeding devices, or related equipment.
 - 2.5.1.4. The muzzle of the firearm must be pointed in a safe direction.
 - 2.5.1.5. Handling of loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted in safe areas.
 - 2.5.1.6. A Safe Area may also be used, if accompanied by an SO, to render a firearm safe that has locked up and contains a live round or rounds
 - 2.5.1.7. Reloading practice within the Safe Area is not allowed. An empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect, but reload practice is prohibited.
- 2.5.2. The violation of any of the cases above will result in disqualification from the match.

2.6. Cold Range

- 2.6.1. Throughout the event, the property will be treated as a cold range. This means that all firearms must remain unloaded, unless under the direct supervision of an SO, or safely handled while in a designated function fire area.
- 2.6.2. All loaded weapons with live ammunition carried by the competitor must be under the supervision of an SO.
- 2.6.3. Competitors can only use weapons with training ammunition outside of the shooting ranges. These weapons must be unable to shoot any live ammo. Any use of live fire ammo is prohibited (including carrying of live ammo).

2.7. Stage Brief (SB)

- 2.7.1. Each stage will have a written **stage brief** (SB) published and posted at the stage. The stage brief will include all information needed to shoot the stage, which includes the following:
- 2.7.2. The minimum round count (assuming 3 per paper target - or other required count per target if nonstandard) for each firearm.
- 2.7.3. Types and number of targets for each firearm and non-hit targets.
- 2.7.4. Par time (if applicable).
- 2.7.5. The start condition of the competitor and the competitor's firearms.
- 2.7.6. The full stage procedure.
- 2.7.7. A descriptive diagram of the stage is recommended, but not required.
- 2.7.8. Notes regarding the individual stage design, such as explaining non-standard stage elements, props, scoring procedures, etc., if applicable. If there are any non-standard procedures required in the stage, it is highly recommended to explicitly list in the SB how many procedural penalties will be assigned for failing to complete the procedures as intended (such as manipulating a prop or skipping a physical obstacle).
- 2.7.9. Safety notes related to the specific stage, such as safe-angle definitions on non-standard bay layouts or natural terrain areas, if applicable.
- 2.7.10. The SB will remain available for the competitors to review throughout the stage.
- 2.7.11. If there is any discrepancy between the SB and the general rulebook (e.g. stricter safety procedures or safe muzzle directions on a stage) the SB will always be taken as the final ruling on procedures.

2.8. Range Commands

- 2.8.1. The complete set of Range Commands are:
- 2.8.2. „**Range is hot.**“ This is the first command given to each competitor, which signifies the start of a stage. The shooter must ensure their eye and hearing protection is in place. It also notifies everyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
- 2.8.3. „**Make Ready!**“ When the shooter has proper eye and hearing protection, the SO will issue the Make Ready command. The shooter will then prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster it, but may also include non-standard loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the competitor's firearm shouldn't be loaded for the start of a stage, the command will also be “Make Ready”.
- 2.8.4. „**Are You Ready?**“ After “Make Ready,” the SO will ask the competitor “Are You Ready?” If ready, the shooter should respond verbally, make an obvious nodding of the head, or just choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to



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- be ready. If the shooter is not ready when this question is asked, the shooter must respond “Not Ready”. If the shooter continues to be not ready, he/she must take a step out of the starting position. When ready, the shooter will assume the starting position and the “Are You Ready” question will be asked again.
- 2.8.5. The shooter is expected to be ready to proceed approximately 15 seconds after the “Make Ready” command. If the shooter is ill prepared, and needs more than fifteen seconds to get ready, the shooter will be advised that he/she is being given approximately 15 seconds more to prepare. If the shooter is still not ready after that period, he/she will receive a Procedural Error penalty and will be moved down in the shooting order.
 - 2.8.6. **„Stand By“** This command is given after the shooter is ready. The command will be followed by the start signal within 1-4 seconds. The shooter should not move or change positions between the “Standby” command and the start signal, unless required to do so by the stage.
 - 2.8.7. **„Finger“** This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard at the required time, as noted above.
 - 2.8.8. **„Muzzle“** This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle safe point. The shooter must then correct the errant muzzle and continue with the stage. See muzzle safe points above.
 - 2.8.9. **“Cover”** This SO’s command is optional and is given as warning that the competitor is not properly covered and probably will be penalized. All SOs should use the command in a same approach for all competitors.
 - 2.8.10. **“Scan”** This command is given as a warning that the competitor is not properly doing a visual scans - see 3.4.11. chapter
 - 2.8.11. **„Stop“** This command is given when something unsafe has happened, or is about to happen, during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place his/her trigger finger obviously and visibly outside the trigger guard, and await further instructions. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in disqualification from the match.
 - 2.8.12. **„If Finished, Unload and Show Clear“**. This command will be issued when the shooter has apparently finished shooting the stage. If the competitor is finished, all ammunition will be removed from the firearm and the competitor will check if the chamber is clear. If the competitor is not finished, the competitor should finish the stage and the command will be repeated.
 - 2.8.13. **„If Clear, Slide Forward.“** Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply. SO can ask for a check of the chamber and, if ammunition is present, the competitor will be DQed.
 - 2.8.14. **„Pull the Trigger/Hammer down/Flag“** The competitor will point the firearm in a safe direction on the valid target and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine, it must be inserted before the trigger is pulled, and then removed again.
 - 2.8.15. **„Holster“, “On the sling“, “Muzzle up/down“** The shooter will safely holster the firearm or let it hang on the sling or carry it in a safe direction with the muzzle up/down.
 - 2.8.16. **“Safety on”** The stage doesn’t always end with unloaded weapons. The competitor may immediately go to the next stage and continue to shoot. After the “Safety On” command, the competitor must engage the safety and reply “Safety on”. If the safety is disengaged before the next “Make Ready” command, the competitor will be disqualified.
 - 2.8.17. **„Range is Clear“** This command indicates to everyone within the boundaries of the stage that the

range is clear and the stage has ended. Scoring and resetting the stage then begins.

2.9. Delegates and coaching

- 2.9.1. It's recommended to have the delegate for counting the results. The delegate must be a non-competitor or a competitor who has already cleared the scored stage.
- 2.9.2. For standard competitors, coaching is not allowed by an SO or any other person. It is the competitor's responsibility to understand the stage brief, prepare their equipment for the stage, and keep track of their progress on the stage in real time.
- 2.9.3. If a competitor gains an advantage by receiving coaching, the competitor and coaching party may be assigned procedural penalties per occurrence of help given (by the coaching party) and help acted on (by the shooter), or other appropriate penalties determined by the SO.
- 2.9.4. For certain events, the Match director (MD) may elect to allow all forms of coaching. In these cases, coaching is encouraged from both SO and squadmates.
- 2.9.5. SO can allow coaching for competitors, i.e. young shooters, newbies, etc. but must first ask the MD.

2.10. Reholstering a loaded weapon

- 2.10.1. Reholstering a loaded handgun is always allowed, unless otherwise specified by the SB. However, the following conditions must be met:
- 2.10.2. The handgun's manual safety is engaged (if applicable), OR the external hammer is decocked, OR the handgun is striker-fired.

2.11. Minimum engagement distance for steel targets

- 2.11.1. For rifle calibers and shotgun slugs, steel targets should not be engaged at less than 30 m.
- 2.11.2. For pistol calibers and shotgun bird or buckshot, steel targets should not be engaged at less than 7 m.
- 2.11.3. Stage designs and procedures should never entice or require a competitor to engage steel targets closer than these minimum distances.

3. Shooting rules

3.1. Target Engagement

- 3.1.1. All targets must be engaged in tactical priority, including all targets engaged "in the open."
- 3.1.2. Tactical Priority is a method of target engagement in which targets are engaged by their order of threat. Threat is based on the distance of visible threats from the shooter. Targets are considered an equal threat when the difference between target distances to the shooter are less than 2 meters.
- 3.1.3. If several targets are visible at the same time, they should be engaged from near-to-far distances, unless they are an equal threat.
- 3.1.4. If targets are hidden by cover, engagement should proceed as they become visible around the edge of cover (slicing the pie).
- 3.1.5. A target is considered "Engaged" when:
 - 3.1.5.1. A cardboard target is deemed to have been engaged when the required number of shots for that target have been fired at it. In BMCS, the number of shots will most likely be 3 shots.
 - 3.1.5.2. A reactive target is deemed to have been engaged when a minimum of 1 round has been fired at it, regardless of whether the target reacts or not. All penalties apply if the shooter does not re-engage the target until the target reacts or if the shooter unsuccessfully challenges the reactive target calibration.
 - 3.1.5.3. A cardboard target with a steel activator behind it is considered engaged when the required

- number of shots have been fired at it.
- 3.1.6. When an activator reveals a target of equal or higher Tactical Priority, the shooter may interrupt the engagement of the cardboard target to engage the target of equal or higher Tactical Priority without retreating.
 - 3.1.7. Target engagement penalties shall not apply in the following cases:
 - 3.1.7.1. A shooter will not be penalized for failing to fire the required number of shots at a target that disappears from view.
 - 3.1.7.2. When engaging a target array of equal priority, the shooter will not be penalized based on the shooter's order of target engagement.
 - 3.1.7.3. Targets may be re-engaged from other shooting positions, provided the shooter does not aim beyond the defined Muzzle Safe Points.

3.2. Walkthroughs

- 3.2.1. Walkthroughs of the stages are only allowed by SO and written SB.
- 3.2.2. Competitors can watch other competitors during the stage, but only if allowed by the MD.
- 3.2.3. Activating or manipulating moving targets, altering or marking the stage, or taking any other measures that are determined to gain an unfair advantage, are not allowed and may be grounds for match disqualification.
- 3.2.4. Air gunning is allowed only when a walkthrough is allowed. Air gunning is the act of going through the motions of firing through all, or portions of, the stage with a hand or pointed finger within the boundaries of the stage.

3.3. Reloads

- 3.3.1. A "tactical reload" is the preferred method of reloading during the measured time of competitor's performance (during the stage time).
- 3.3.2. If an empty magazine malfunction occurs while engaging the target (due to a lack of tactical reloads), the competitor will be penalized by 1 PE if he/she reloads the gun behind cover, or 1 FP (flagrant penalty) if he/she reloads when exposed to the target. Emergency reloads during the stages "in the open" will not be penalized.
- 3.3.3. Dropping an empty magazine on the ground during an emergency reload will not be penalized and is the preferred way doing an emergency reload.
- 3.3.4. Competitors should not leave any ammunition behind (i.e. on the ground) after the last shot during the stage. If he/she breaks this rule, he/she will get 1 FP, i.e. dropping a non-empty magazine on the ground as a speed-reload will be penalized by 1 FP.
- 3.3.5. Dropping non-empty magazines or ammunition on the ground due to malfunction will not be penalized.
- 3.3.6. If a competitor tries to stow the magazine and it drops on the ground during the stage, SO can leave it unpenalized.
- 3.3.7. There can be a mandatory tactical reload (typically before reholstering the pistol) during the stage. All mandatory reloads must be mentioned in the SB. Failure to reload will result in 1 FP.

3.4. Covers and scans

- 3.4.1. Cover refers to a barrier that exists between the competitor and the targets to be engaged. Typical examples are walls, barrels, barricades, etc.
- 3.4.2. When cover is available, it must be used while engaging targets, unless the competitor is "in the open" and must engage targets "in the open." Competitors should not cross or enter any openings (doorways, open spaces, etc.) without first engaging targets visible from those locations as the tactical

priority (3.1)

3.4.3. Stages will have one or more of the following cover situations:

3.4.3.1. There is no cover anywhere in the stage, reloadings are allowed "in the open."

3.4.3.2. The shooter engages all targets from cover, due a tactical priority.

3.4.3.3. All shooting positions should be described in the Stage Brief (SB).

3.4.4. All nonstandard required gun positions should be described in SB (i.e. mandatory 90-degree rotation of the rifle to the horizontal cover).

3.4.5. In the case of slicing the pie around the edge of the cover, it is necessary to have the minimum exposure to the targets and not be exposed to more than 1 target. Unless otherwise stated in the SB, a complete change of the guard (shoulders and arms) is mandatory! In case of non-compliance, it will be penalized by PE per each engaged target unless it is in SB set differently.

3.4.6. If a competitor will be exposed to more than one target during the full engagement of the target, he will be penalized by FP.

3.4.7. When engaging targets through a window bigger than 1x1 m, the shooter can engage targets using Tactical Priority from the side of the window, unless it is stated differently in the SB.

3.4.8. It is preferred to mark covers with FAULT LINES.

3.4.9. When Fault Lines are used to limit a shooting position and competitors who engage a target while faulting the line (which is defined as the shooter touching the ground or other objects, on the non-shooting side of the fault line as defined by the written stage description) shall be penalized by PE if he moves into the cover and continues to engage from the right position, or a FP if he/she stays exposed to the target during engagement.

3.4.10. Scans and movement between covers - for a realistic skill training there is a mandatory visual scan for threat in the direction of movement BEFORE he leaves of the cover.

3.4.11. The control procedure for a visual scan is set that the competitor should find the SO with a visual eye-contact. In case of suspicion that the competitor has missed the visual scan in the direction of the movement, the referee warns him with the verbal instruction "scan". If he will not scan properly again while he will leave the next cover, PE will be assigned. It's recommended to have all mandatory visual scans mentioned in the SB.

4. BMCS Competition Procedures

4.1. BMCS Scoring Rules

4.1.1. The BMCS scoring system is based on the Time Plus Points System.

4.1.2. Scoring should be electronic and use the Practiscore system.

4.1.3. Every competitor in every stage is evaluated by a percentage, which depends on his performance compared the best stage performance of other competitors. The winner has the highest average percentage of all stages.

4.1.4. The scoring system is designed to be flexible for every type of the stage or task. BMCS scoring converts everything to a time score of the stage and the lowest time of the stage will make 100 % of the stage. The scoring system is also designed to be very simple to understand and use.

4.1.5. If there are a series of competitions (called a Cup), there should be a system of points for every match. In a B-rdy Cup, for example, points are assessed for the %psbl and 100 points for a winner, 95 points + %psbl for 2nd place, 90 points + %psbl for 3rd, etc. The value of %psbl is the possible percentage of all stages best performances.

4.1.6. Scoring that is based on time plus a points system means the raw time of the stage can be edited by 1 second for each point down.

4.1.7. Point down penalties (1 second penalty will be assessed per each point down):

- 4.1.7.1. Alfa zone – no PD
- 4.1.7.2. Charlie zone – 1 PD
- 4.1.7.3. Delta zone – 3 PD
- 4.1.7.4. Missed target – 5 PD
- 4.1.7.5. Missed popper – 10 PD
- 4.1.7.6. Missed head – 3 PD (Penalty for a mandatory shot in the head area of the target. Used when target is engaged by the pistol and has the head area.)
- 4.1.7.7. Hit on non-target – 10 PD (only 1 penalty for 1 target). When a bullet passes through a non-threat target and strikes a threat target, the shooter will get a penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat or threat behind it. All target shoot-through hits count.
- 4.1.7.8. Procedural Error (PE) – 3 PD
- 4.1.7.9. Flagrant Penalty (FP) – 10 PD (i.e. failure to engage, uncovered during the engage)
- 4.1.7.10. Failure to do Right (FTDR) – 20 PD
- 4.1.7.11. Did Not Finish (DNF) – 10.000 PD - If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury, the score will be determined by writing down the time and scoring the stage as found by noting all points down (including misses), adding penalties for failing to engage, and other applicable penalties. When you receive a beep, you receive a score. If the SO stopped the shooter for a perceived squib, and it turns out not to be a squib, the shooter will be given a reshoot due to SO interference. If the SO stops the shooter for a perceived squib, and it is a squib, the score will be determined per as above.
- 4.1.7.12. DQ – not classified in the competition.

4.2. Targets

- 4.2.1. All types of the targets can be used in BMCS, depending on the MD.
- 4.2.2. Recommended types of targets: IPSC and IDPA cardboard targets, photo targets with marked zones, steel poppers, stationary or moving targets, disappearing targets, and pigeon targets.
- 4.2.3. Targets that are not recommended: Steel plates without active visual reaction, homemade printed targets, etc.
- 4.2.4. Shooters, or their delegate, should not touch or interfere with any target that has just been shot and has not yet been scored by the SO team. If a target is interfered with by the shooter or designee before it is scored, that target will be scored as all misses.
- 4.2.5. If a target is taped before it is scored, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.
- 4.2.6. The SO or Scorekeeper should not touch the front or back of the target near the bullet holes in advance or during the scoring process.
- 4.2.7. If a target is scored and taped before the shooter or designee can see the target, the score stands.
- 4.2.8. If a target is not taped between shooters, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.
- 4.2.9. Targets where a scoring dispute is ongoing will be pulled from the stage and held for arbitration by the Chief Safety Officer or Match Director.
- 4.2.10. All reactive targets (poppers, plates, etc.), will be calibrated so they will react properly to a "good hit". For each day of the competition, the Match Director or designee will calibrate all reactive targets for the match before the first shot is fired, as well as at the Match Director's discretion throughout

the match. If deemed necessary, the stage SOs can call for a reactive target calibration on their stage at any time.

- 4.2.11. Targets must be situated to minimize shift, twist, or movement during a match, so that proper calibration is not lost as the match progresses.
- 4.2.12. If a reactive target does not react properly when hit during a stage, the competitor has three choices.
 - 4.2.12.1. The competitor shoots the target until it reacts properly, the target is scored as hit, and the stage score stands. In this case, no calibration challenge will be allowed.
 - 4.2.12.2. The competitor does not challenge the calibration if the target does not react properly, the target is scored as a miss and the stage score stands. Putting forward a challenge after the competitor knows the stage score or individual target scores will not be allowed.
 - 4.2.12.3. The competitor challenges the calibration when the target does not react properly to a hit. The challenge must be made to the SO running the shooter, immediately after the unloading the weapon, and before the shooter knows the stage score or the individual target scores. Challenges made after this point will not be allowed.
 - 4.2.12.4. If the target is touched or interfered with by match staff, MD, SOs or another competitor, the shooter will be allowed a reshoot.
 - 4.2.12.5. If the target is touched or interfered with by the shooter or a designee, the target will be scored as a miss and the Stage will be deemed completed. If the shooter did not complete the stage, then Incomplete Stage scoring will be used to determine the shooter's score for that stage.
 - 4.2.12.6. Should the target fall without interference prior to calibration (i.e. wind, etc.) the shooter will be given a reshoot.
- 4.2.13. Calibration Checking Process
 - 4.2.13.1. The MD or SO will fire one round of calibration ammo at the reactive target calibration zone from the same position that the shooter used to engage the target.
 - 4.2.13.2. If the target is hit in the calibration zone or lower, and the target reacts properly, the calibration is deemed correct and the target will be scored as a miss. If the shooter did not complete the stage, then Incomplete Stage scoring will be used to determine the shooter's score for the stage.
 - 4.2.13.3. If the target is hit above the calibration zone, the Calibration Checking Process failed, and the shooter will be given a reshoot.
 - 4.2.13.4. If the target is hit anywhere on the scoreable surface and the target does not react properly, the target calibration will be deemed improper, and the shooter will be given a reshoot after the target is recalibrated.
 - 4.2.13.5. If the target is missed, another round should be fired at the calibration zone.

4.3. Unlimited scoring

- 4.3.1. Unlimited Scoring allows the shooter to shoot at each target as much as they deem necessary, if this does not violate other rules. The best hits on a target are used for scoring. This gives the shooter the option to make up misses or hits that he/she is not satisfied with to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses and a FP penalty is assessed for not following the written stage description.
- 4.3.2. Each Stage description will specify how many hits are required on each target. For example, if 3 hits are required on each target, then the best 3 hits will be scored (if there are more than 3 hits on the target).

4.4. Limited Scoring

- 4.4.1. Limited Scoring operates the same as the Unlimited Scoring method described above, except for the number of shots to fire in a string is limited to exactly the number specified in the written stage brief (SB).
- 4.4.2. Firing any extra shots in a string of fire will incur one Procedural Error penalty per string. For each extra shot, one of the best scoring hits will be taped over before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses. A Flagrant Penalty is assessed for not following the written stage description, and other penalties may apply.

4.5. Penalties

- 4.5.1. All penalties should be assessed only for a failure to perform actions, there must be a defined, measurable qualifier for how a prop is to be used appropriately. Under no circumstances is a penalty of any type to be assessed based on a judgment call on whether the prop was used appropriately during the stage. The qualifier must be of a pass/fail determinant and the quantifiable condition must be in the SB or rules.
- 4.5.2. A Procedural Error (PE) adds 3 seconds per infraction and is assessed when a shooter fails to follow the shooting procedures set forth in the written stage description, without any time advantage. Examples: Shooting outside of cover and then move to cover, not engaging the target in tactical priority, engage the target during the slicing without guard and grip change, missing scan in the direction of movement after warning.
- 4.5.3. A Flagrant Penalty (FP) adds 10 seconds and is assessed, contrary to a PE Penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a SB and gaining a competitive advantage. Examples: Using one's strong hand instead of the weak hand, taking a different position than described in the SB, not fully engaging all targets as required, and shooting an entire array while faulting the line, violations against SB like be exposed to more than 1 target in a kill house etc.
- 4.5.4. Failure To Do Right (FTDR) adds 20 seconds and is assessed for gross unsportsmanlike conduct. Non-inclusive examples of this conduct are: Cussing out an SO, throwing a piece of their equipment on the ground, throwing a tantrum for any reason, or violating the shooter's code of conduct.
- 4.5.5. Disqualification (DQ) means the shooter is not allowed to continue in any part of the competition, reenter in another division, and shoot any side matches. The shooter's score will be reported as DQ. A shooter must be disqualified for the following reasons: Unsafe firearm handling as defined in the Safety Rules section, unsportsmanlike conduct, violations of the Shooter's Code of Conduct as determined by the MD, shooting a steel target at a shorter distance than the minimum allowed, intentionally discharging a firearm at anything other than a target or an activator.

5. Registration for a BMCS Competition

5.1. Organizing a BMCS Match

- 5.1.1. The Match Director is the head of the competition and is responsible for designing stages and appointing Safety Officers.
- 5.1.2. All stages must have a written Stage Brief (SB).
- 5.1.3. All Safety Officers must know the BMCS Rulebook and know the SB of all stages in the competition.
- 5.1.4. All Safety Officers must be qualified to do their job and secure the safety of all competitors and guests.
- 5.1.5. All Safety Officers must be able to explain the rules and their application.

- 5.1.6. Every BMCS Match must be approved by the BMCS Committee.
- 5.1.7. Every public BMCS Match must be published on the Practiscore website.
- 5.1.8. Every BMCS Match must publish the Competitor's Equipment List as a part of registration documents.

6. Competitor's Equipment List (CEL)

6.1. Basics of the CEL

- 6.1.1. For all types of BMCS competitions, the MD must release the written Competitor's Equipment List.
- 6.1.2. The CEL will define the mandatory equipment for all competitors.
- 6.1.3. The CEL will recommend other useful equipment for competitors.

6.2. Divisions

- 6.2.1. Basic BMCS division is called a "Full Gear Division".
- 6.2.2. The Match Director can announce different levels of mandatory equipment for different divisions, such as a Light Hobby division.
- 6.2.3. Competitors in different divisions should not be compared to each other.
- 6.2.4. Competitors should be compared based on their performance and not be divided by physical constitution or gender. But always is nice to award the participating women in a Ladies category (gender at birth).

6.3. Universal Competitor's Equipment list

- 6.3.1. If there is no specific CEL for the competition, U-CEL can be provided:

Mandatory equipment for each competitor:

- BALLISTIC EYE PROTECTION is mandatory! Each participant should supply his or her own safety glasses and be responsible for their durability. Competitions can also take place at night, so keep this in mind when choosing the lens!
- Hearing protection is mandatory during all shooting, or in the event of live fire (shooting range area). Active Ear protection is recommended! Do not forget that noise can occur unexpectedly, such as in the form of an explosion.
- A combat uniform with any pattern is mandatory.
- Ballistic body protection with a minimum level of protection IIIA is mandatory, ideally in the form of ballistic plates with a resistance of at least III++ and NIJ 06 (protection against 5,56×45; 7,62×39).
- A protective helmet is mandatory (a helmet doesn't have to be ballistic resistant).
- A gloves with fingers covered are mandatory.
- A primary weapon is a rifle for rifle ammunition and a pistol without stock for pistol ammunition and both are required. Revolvers are not allowed. The pistol will be in a holster, making it impossible to lose the weapon, e.g. even in the case of turning upside down while rappelling. Plastic (kydex) holsters are preferred. Cloth holsters are not permitted.
- A sling on rifles is mandatory.
- A chamber flag is mandatory.
- A minimum number of magazines is set at 5 loaded magazines for the rifle (min. 140 rounds) and 3 loaded magazines (min. 45 rounds) for the pistol.
- The limits for the capacity of magazines – rifle magazines – up to 30 rounds; pistol magazines – up to 20 rounds.



B-RDY MILITARY COMBAT SHOOTING COMPETITIONS RULEBOOK

<https://b-rdy.cz>

- A minimum water supply of 2 liters per person, per day.
- A backpack for equipment is mandatory. We recommend something like a patrol pack (20-45 l).
- Knife
- Equipment for navigation is mandatory – compass.
- IFAK with basic equipment for providing emergency aid - high-quality tourniquet recommended by the TCCC Committee, min. 1 bandage, compression gauze, rubber gloves, thermal foil, three-pronged scarf, permanent marker and scissors. (We also recommend a chest seal, NPA and lube). It is possible that you will use these things as part of the operation, however, all of this equipment **MUST** be intended for real treatment (no Chinese TQs, etc.)! In the case of treatment within the competition, our training material will always be available and the decision to use your material will be yours alone. You will receive the TCCC card from us.
- A service shoes above the ankles.
- Hand Flashlight and headlamp. We recommend equipping weapons with a light as well.
- Firearm licenses and other documents in a waterproof package.
- Stationery + notebook

Recommended equipment:

- Spare clothes (the operation takes place in all types of weather, with the insertion probably taking place in water) + thermal underwear that dries quickly (sweat, rain), Gore-Tex clothes.
- Observation tools.
- Batteries for red dot sights, batteries, headlamps, etc.
- Hat.
- Knee pads.
- Duct tape.
- Improvised handcuffs (tape or textile).
- 10m paracord.
- Insect repellent.
- Food rich in energy, bars, grape sugar,...
- Spare socks and underwear.
- Radios and headsets.
- Medicine
- Light sticks
- Wet wipes
- We recommend placing more expensive electronics in protective, waterproof packaging (NVG, GPS, etc.)
- Map cover (plastic cover)

Tips: What to train

- Safe weapon handling - Loading, unloading, moving, working with covers, short/medium/long range shooting, clearing firearm malfunctions, positions, and shooting on the move.
- CQB basics, such as slicing the pie, room entries, focusing on shooting safety, and maintaining safe angles as part of a team.
- TCCC guidelines and CLS skills based on MARCHEPAWS algorithm, division of CUF and TFC phases, injury priorities, etc.
- Determining and communicating a position with an accuracy of 10 m in the MGRS coordinate system, working with a map, determining azimuth, and direction of march.